

QGIS Application - Bug report #18890

3D map view crashes when enabling 3d rendering on vector layers

2018-05-01 08:16 AM - Michael Hewett

Status:	Closed	
Priority:	Normal	
Assignee:		
Category:	3D	
Affected QGIS version:	3.0.1	Regression?: No
Operating System:	Windows 10	Easy fix?: No
Pull Request or Patch supplied:	No	Resolution: duplicate
Crashes QGIS or corrupts data:	Yes	Copied to github as #: 26722

Description

User Feedback

- Added DEM layer, local tiff
- Opened 3D view
- Used DEM layer as terrain
- Hid DEM layer
- Added raster layer, from WMS
- Added vector layer (happens with point, line, or polygon), local shape
- Enable 3d rendering for vector layer
- Crash

Report Details

Crash ID: 0805810bbb938e42717fa23b1e649d683420eef2

Stack Trace

RegisterProcTableCallback :
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QOpenGLFunctions_3_3_Compatibility::glDrawElementsInstancedBaseVertex :
Qt3DRender::Render::Renderer::performDraw :
Qt3DRender::Render::Renderer::executeCommandsSubmission :
Qt3DRender::Render::Renderer::submitRenderViews :
Qt3DRender::Render::Renderer::doRender :
Qt3DRender::Render::Renderer::render :
Qt3DRender::Render::NodeManagers::renderTargetManager :
QThread::start :
BaseThreadInitThunk :
RtlUserThreadStart :

QGIS Info

QGIS Version: 3.0.1-Girona
QGIS code revision: commit:a86bec25eb
Compiled against Qt: 5.9.2
Running against Qt: 5.9.2
Compiled against GDAL: 2.2.4
Running against GDAL: 2.2.4

System Info

CPU Type: x86_64
Kernel Type: winnt
Kernel Version: 10.0.14393

Related issues:

Duplicates QGIS Application - Bug report # 17416: Crash on enabling 3D render...	Open	2017-11-07
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History

#1 - 2018-06-13 11:34 AM - Martin Dobias

- *Duplicates Bug report #17416: Crash on enabling 3D render for point layer added*

#2 - 2018-06-13 11:34 AM - Martin Dobias

- *Resolution set to duplicate*
- *Status changed from Open to Closed*

Duplicate of #17416 (the same backtrace as mentioned there)